



Dead to Rights[®] Reckoning



namco[®]

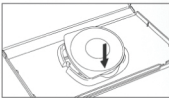
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

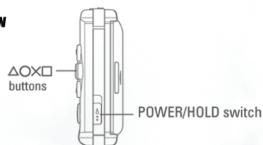
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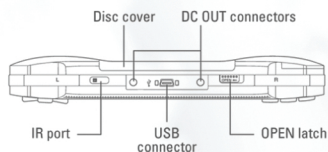
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GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **Dead to Rights: Reckoning** UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: Do not eject a UMD while it is playing.

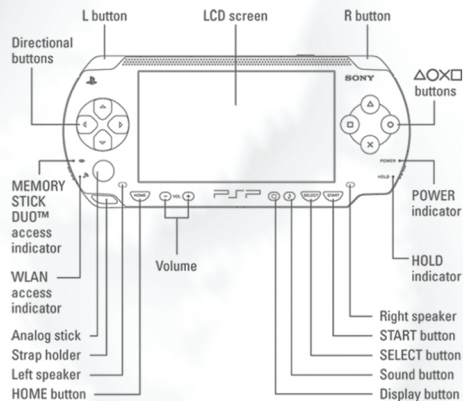
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. This game requires 144KB of free space to create a save. Load your saved game data from the same Memory Stick Duo or any Memory Stick Duo containing saved games.

STARTING UP

PSP™ handheld entertainment system configuration



MENU CONTROLS

- **Highlight** – Use the directional buttons to navigate through the menu options and highlight different selections in turn.
- **Confirm** – Press the X button to choose the highlighted selection.
- **Cancel/Go Back** – Press the O button to cancel your selection and return to the previous menu or screen.

CONTROLS

Use these default controls to play **Dead to Rights: Reckoning**. Use the Options Menu (see page 7) to re-map the default controls to your playing style.

Button	Action
analog stick	Move Jack. Rotate Camera during disarm moves.
directional buttons	▲ – Cycle target. ◀/▶ – Change weapon. ▼ – Holster weapon.
L button	Crouch/Duck (hold button).
R button	Target lock. Look around (hold) when no target is present.
△ button	Dive/Slo-mo dive (hold; press again to regain normal speed). Roll/Somersault while crouched.
□ button	Shadow attack. Bring up scores (hold) during multiplayer games.
○ button	Disarm/Action. Press during a dive to land in the prone position. Stand up from prone position.
× button	Shoot/Melee attack. When unarmed, kick enemies who have been knocked to the floor.
START button	Pause/Open Pause Menu.

NEVER SAY DIE



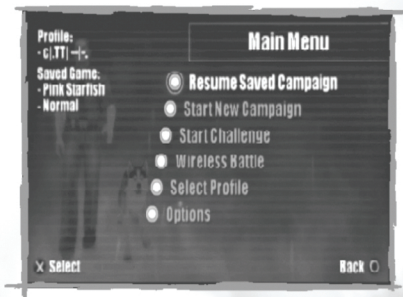
Jack Slate's life has never been an easy one. Honor. Duty. Action. These are the words he has learned to live by.

He has always had to be selfless — putting himself in danger's way for the sake of someone else, whether it be defending the country as a marine or protecting the citizens of Grant City as a police officer. One way or the other he is always getting stuck with the dirty work.

So it was no surprise to him when, while working late one night, he received an anonymous note stating that a young girl would die unless he showed up at some godforsaken bar in the middle of nowhere, alone. Typical. No clues. No culprit. It was a set-up and he knew it.

But what's a guy to do? Let an innocent girl die?

MAIN MENU



Use the options in the Main Menu to:

- Load and resume a previously **Saved Campaign**.
- Start a **New Campaign**.
- Enter **Challenge** mode (after it is unlocked).
- Select a **Wireless Battle**.
- Select a player **Profile**.
- Change your game **Options**.

RESUME SAVED CAMPAIGN

Continue the mayhem from where you left off. This option appears either when saved game data is available on the Memory Stick Duo, or when no save data is present but the current profile has a campaign in progress and the PSP handheld has not been turned off.

START NEW CAMPAIGN

Get to the bottom of another tale from the hardest place on earth. Select the difficulty level you'll play throughout the game: **Rookie**, **Normal** or **Super Cop**. Once the campaign starts, you can select a new level or replay a completed level.

START CHALLENGE

Challenge yourself to survive through the entire campaign with only one life and one weapon per chapter in this unlocked mode.

WIRELESS BATTLE

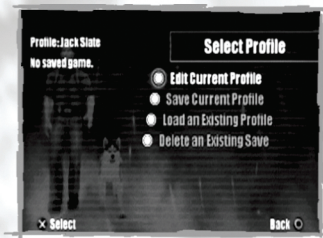
Battle your friends in a Wireless competition.

1. Host a new game:
 - a. Select **Death Match** or **Last Man Standing** as your game type, or edit your profile.
 - b. Set game parameters: **Select Available Weapon Set**, **Frag Limit**, **Time Limit**, **Pickup Re-Spawn Time**, **One Shot Kill** and **Allow Dual Weapons**.
 - c. Select a level.
 - d. Start the game.
2. Check for and join an existing game.

SELECT PROFILE

Select and edit player profiles using the following options:

- **Edit Current Profile**
- **Save Current Profile**
- **Load an Existing Profile**
- **Delete an Existing Save**

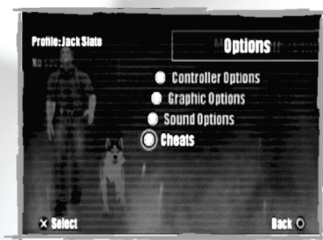


OPTIONS

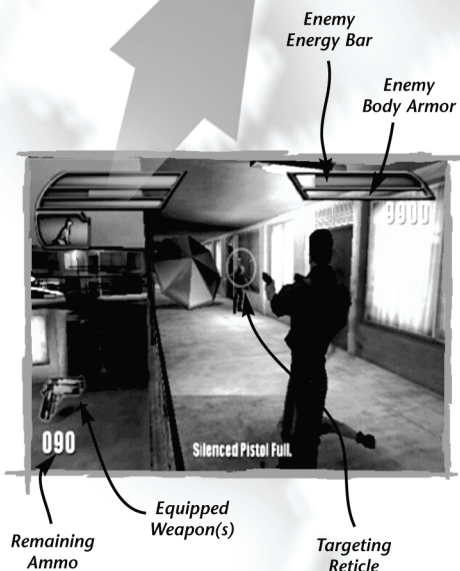
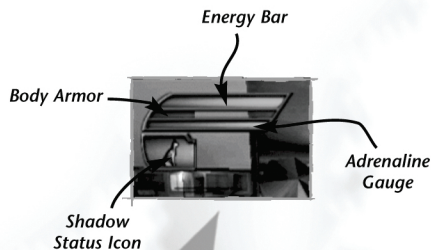
Modify your game settings using the following options:

- **Controller Options** – Remap the button controls.
- **Graphic Options** – Set whether to show blood or turn it off.
- **Sound Options** – Adjust the volume of in-game sound effects and music.

You can also modify options from the Pause Menu (see page 12). The **Cheats** option is available in the Pause Menu Options Menu.



HUD



- **Energy Bar** — Indicates the amount of life Jack has left. When the gauge is empty, the game is over.
- **Body Armor** — Jack takes less damage when there are points left on his bulletproof vest. This gauge shows how much more punishment the vest can withstand.
- **Adrenaline Gauge** — Performing slow-motion dives depletes Jack's Adrenaline. Jack recovers Adrenaline by killing enemies. He can gain temporary additional Adrenaline boosts even after the gauge is full by achieving multiple kills in quick succession.
- **Shadow Status Icon** — Shows when Shadow is ready for action.
- **Enemy Energy Bar** — Red bar shows targeted enemy's remaining life.
- **Enemy Body Armor** — Similar to Jack's Body Armor gauge, this gauge shows how much more damage the enemy's body armor can take.
- **Equipped Weapon(s)** — Weapon(s) Jack currently carries.
- **Remaining Ammo** — Number of shells left in the currently selected weapon.
- **Targeting Reticle** — Highlights Jack's current target.
- **Score** — (not shown) Your current score.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, **Ad Hoc** mode and **Infrastructure** mode.

Note: Player responsible for Wi-Fi fees.

AD HOC MODE

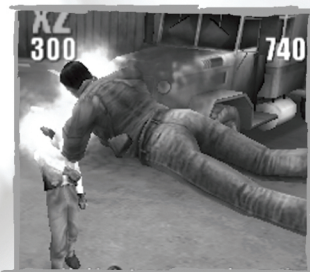
Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

KEY GAME MECHANICS



DISARMS

Get close to an enemy and press the **O** button to perform one of the many disarms available to Jack.



SPHERICAL SLOW-MOTION DIVE

Press the **Δ** button to dive. Press and hold the button to perform a slow-motion dive, then press again to exit the slo-mo dive.

SHADOW

When Shadow's Meter is full, target an enemy and press the **□** button to send Shadow to maul your opponent and collect his weapon.



DIVING TAKEDOWN

Press the **Δ** button to dive squarely into an enemy, knock the person down and execute a takedown kill.



ROLL

Press and hold the **L** button, then press the **Δ** button + hold the analog stick in any direction to roll that way.



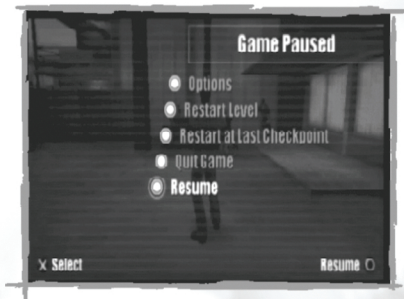
FIRING WHILE PRONE

To lay prone, press the **Δ** button to dive and press the **O** button once to land in a prone position. You can then fire in any direction while lying on the ground.





PAUSE MENU



Press the START button to pause the game and bring up the Pause Menu offering these selections:

- **Options** — Modify your game settings, including:
 - **Controller Options** — Remap the button controls.
 - **Graphic Options** — Choose to show blood or turn it off.
 - **Sound Options** — Adjust in-game sound effects and music volumes.
 - **Cheats** — Once these are unlocked, you can activate special bonuses including: **Infinite Ammo, Infinite Adrenaline, No Damage, Incredibly Fit Dog, Superdeformed, All Weapons** and **Fists of Flame**.
- **Restart Level** — Replay the current level from the beginning.
- **Restart at Last Checkpoint** — Replay the current level from the last checkpoint you passed.
- **Quit Game** — When you quit, you lose all unsaved progress, so please be sure before selecting **Yes**.
- **Resume** — Jump back into the action.

WEAPONS

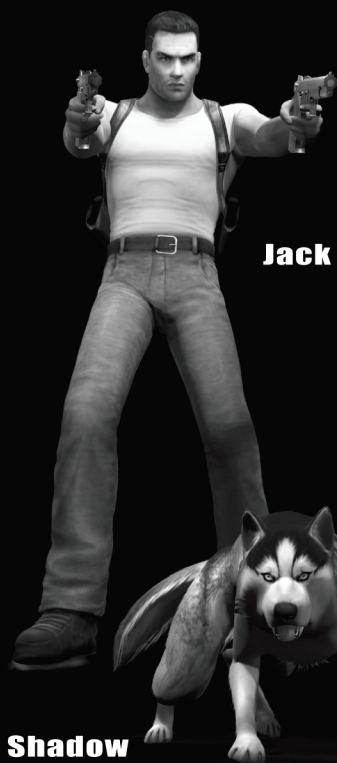


Jack Slate uses a multitude of weapons to get to the bottom of this case. As you play through the levels you'll acquire better and more powerful weapons, either by finding them or by collecting them from the corpses of fallen enemies.

This page shows a partial selection of weapons available in the game.



CHARACTERS



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Whisper

Maxine



CREDITS

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LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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